Splication or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I** OTHER THAN SMALL ENTITY (Column 1) (Column 2) TYPE OR SMALL ENTITY **TOTAL CLAIMS** FEE **RATE** FEE **RATE** OR BASIC FEE BASIC FEE 355.00 710.00 **FOR** NUMBER FILED **NUMBER EXTRA** TOTAL CHARGEABLE CLAIMS X\$18= minus 20= X\$ 9= OR INDEPENDENT CLAIMS minus 3 = X40 =X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +270= +135= * If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** SMALL ENTITY OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-⋖ REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **AMENDMENT PREVIOUSLY AFTER EXTRA** FEE **FEE AMENDMENT** PAID FOR X\$18=Total Minus X\$ 9= OR Independent Minus X80= X40 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **PREVIOUSLY AMENDMENT AFTER EXTRA FEE FEE** AMENDMENT PAID FOR Total Minus ** X\$ 9= X\$18=OR Independent Minus X40 =X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) HIGHEST **CLAIMS** ADDI-ADDI-ပ REMAINING **NUMBER** PRESENT RATE TIONAL RATE TIONAL ENDMENT **PREVIOUSLY AFTER EXTRA AMENDMENT** PAID FOR **FEE** FEE Minus Total X\$18=X\$ 9= OR Minus = Independent *** X40= X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT, FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.